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NDS EUROPE

NDS European Dev Conference 2005

Great Fosters Hotel,
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09-10 MAY 2005
http://www.greatfosters.co.uk

CONFERENCE PROGRAMME   CONFERENCE SPEAKERS   LOCATION   PRESENTATIONS

Session 1: Group Overviews

— Hubert Bettan - MHW Advanced Platform
— Soren Thomsen - Scalable Vector Graphics
— Ian Harris - Fusion
— Matt Williams - Multi-player Poker
— Dovid Chechik - Security for Home Nets & Mobile

Session 2: Technologies

— Gareth Bowen - Lock-free synchronisation
— Natarajan Balakrishan - Google File System
— David White - Developing with BinXML
— Frederic Sergent - C-Roming an optimizing technique

Session 3: Domain Specific

— Lars Lassen - Gluing it all together with Python
— Jean-Bernard Beuque - Everything about PKIs
— Simon Dyke - Interactive TV of the Future - a Way of Life ?
— Paul Beattie - Virtual Sports Engine

Session 4: Standards on Trial

— Lakshmana Prakash - Template for Standardisation of NDS Installations
— Roger Spitzer - .Net User Interface Framework
— Baldev Dhadda - Common Look and Feel in NDS GUIs
— James Nord - Common Look and Feel : Why it sucks

Session 5: Software Development

— Nicolas Meriau - Common MHP Development
— Morten Perriard - What makes games development so different?
— Asher Sterkin - Test Driven Development in C/C++ and Java
— Joel Tessler - S/w Engineering tools integration

Session 6: The Legal Zone

— Matthew Gream - Open Source Licenses Explained & Day to Day IPR for the software engineer